FINAL FANTASY® XII

RATING PENDING
RP
CONTENT RATED BY ESRB

PLAYABLE DEMO MANUAL

SQUARE ENIX™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Final Fantasy XII Playable Demo

There are two available courses for play in this demo version of Final Fantasy XII. Each course features a different map, battle mode, and party composition.

The Phon Coast - Wait Mode

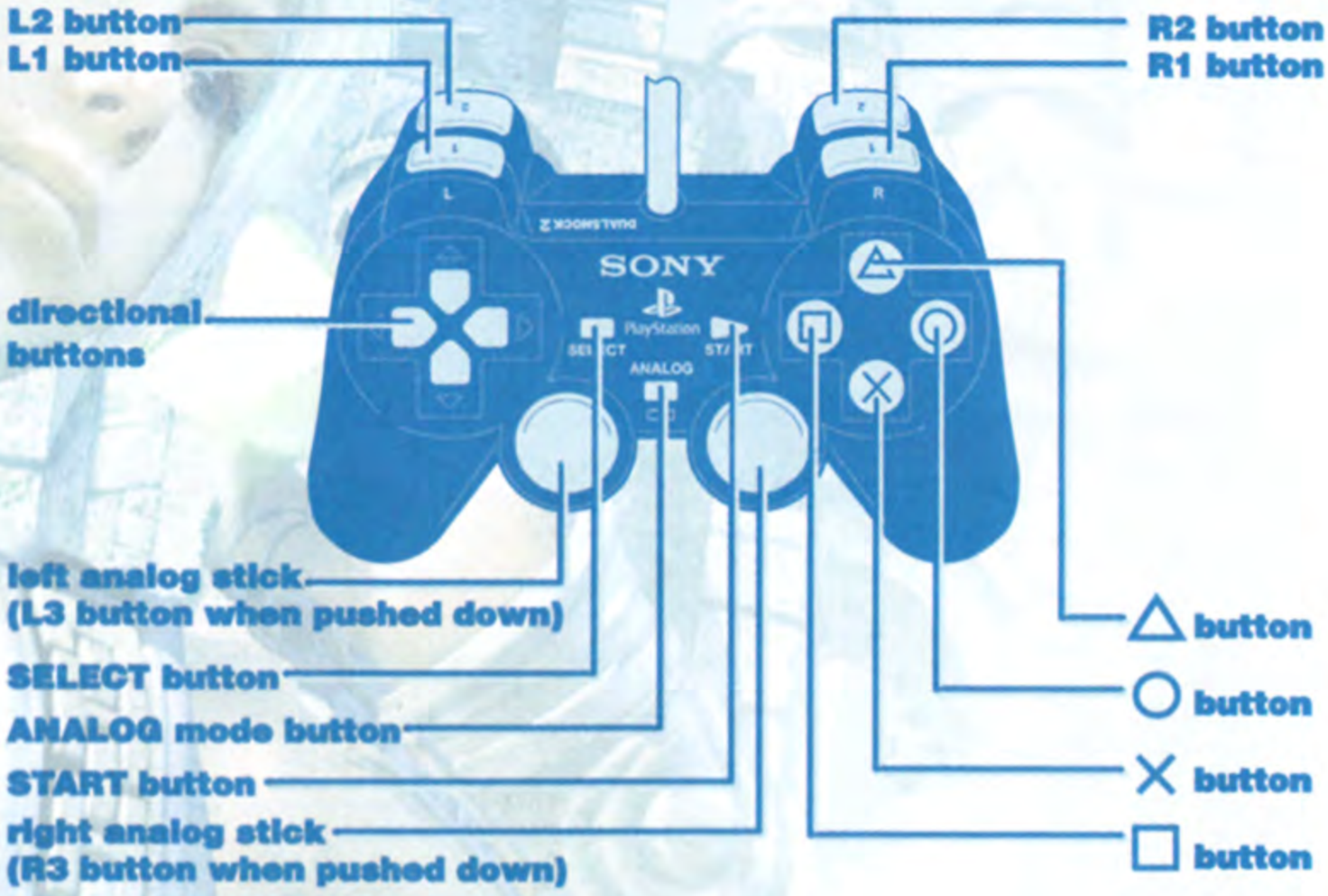
Time stops while you're choosing battle commands, giving you plenty of time to plan strategy during combat. Recommended for new players.

The Stilshrine of Miriam - Active Mode

Combat continues while you're choosing battle commands; split-second decisions and good instincts are a must. Recommended for thrill-seekers and experienced players.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



○ button	Cancel
× button	Confirm Open the battle menu Examine treasure chests, etc.
△ button	Not used
□ button	Open the battle menu
Directional buttons	Move cursor; select commands or characters
Up/down directional button	Select a new party leader
Left/right directional button	Cycle through nearby targets
Left analog stick	Move character
Right analog stick	Move camera
L1 / R1 button	Toggle targeted group (when selecting targets in the battle menu)
R2 button	Press and hold to flee from enemies
R3 button	Reset camera to default position
START	Not used
SELECT	Not used

The Screen

Combat Log
Shows information about actions taken during combat.

?
Shows context help for the selected command.

HP Gauge
Ally HP bars are blue, while enemy HP bars are red.

Minimap
Shows a simplified map of the area, centered on the party leader. Each character appears as a blue dot on the minimap. Red dots indicate enemies. The sweeping cone shows camera facing. A single line shows the party leader's facing.

Attack
Attack with equipped weapon.

Magic
Use magic.

Summon
Summon a powerful Esper to fight for you.

Gambit
Toggle ally automation.

Items
Use various items. All characters in the party share the same item list.

Leader
The character you currently control.

Wait Time Gauge

Gambit ON/OFF Indicator

Current HP/Max HP

Current MP

Navigating the Game World

Walking and Running

Tilt the left analog stick slightly to walk, sharply to run.

Controlling the Camera

You can adjust the camera to look at your surroundings using the right analog stick. Press the R3 button to reset the camera to its default position.

Changing the Party Leader

You can designate a new party leader by pressing the up or down directional button. It is possible to change leaders at any time, even during battle, but the battle menu must first be closed. You can then continue play using the newly selected character.

The "!" Icon

From time to time you may notice an exclamation point above the party leader's head. This is the "action icon." The action icon appears when there is an object or point of interest nearby. Approaching the object in question will cause the action icon to change, displaying a context-sensitive command that can then be executed by pressing the ⊗ button.

Useful Tips

Target Lines

Target lines provide information about party and enemy actions on the battlefield. Once an action is initiated, a context-sensitive target line appears. For example, target lines indicating an incoming enemy attack are colored red, while those indicating attacks against enemies are colored blue.

Gambits

When a character's Gambit is set to "ON" in the battle menu, he will automatically take action and fight as the battle unfolds. Note that in the final release version you will be able to customize each character's Gambit. However, in the demo version, Gambits can only be toggled off and on.

Restoring HP and MP

You can restore your characters' HP with White Magic spells such as Cure or by using certain items. You can restore MP by using certain items. MP will also regenerate over time as you move about the world.

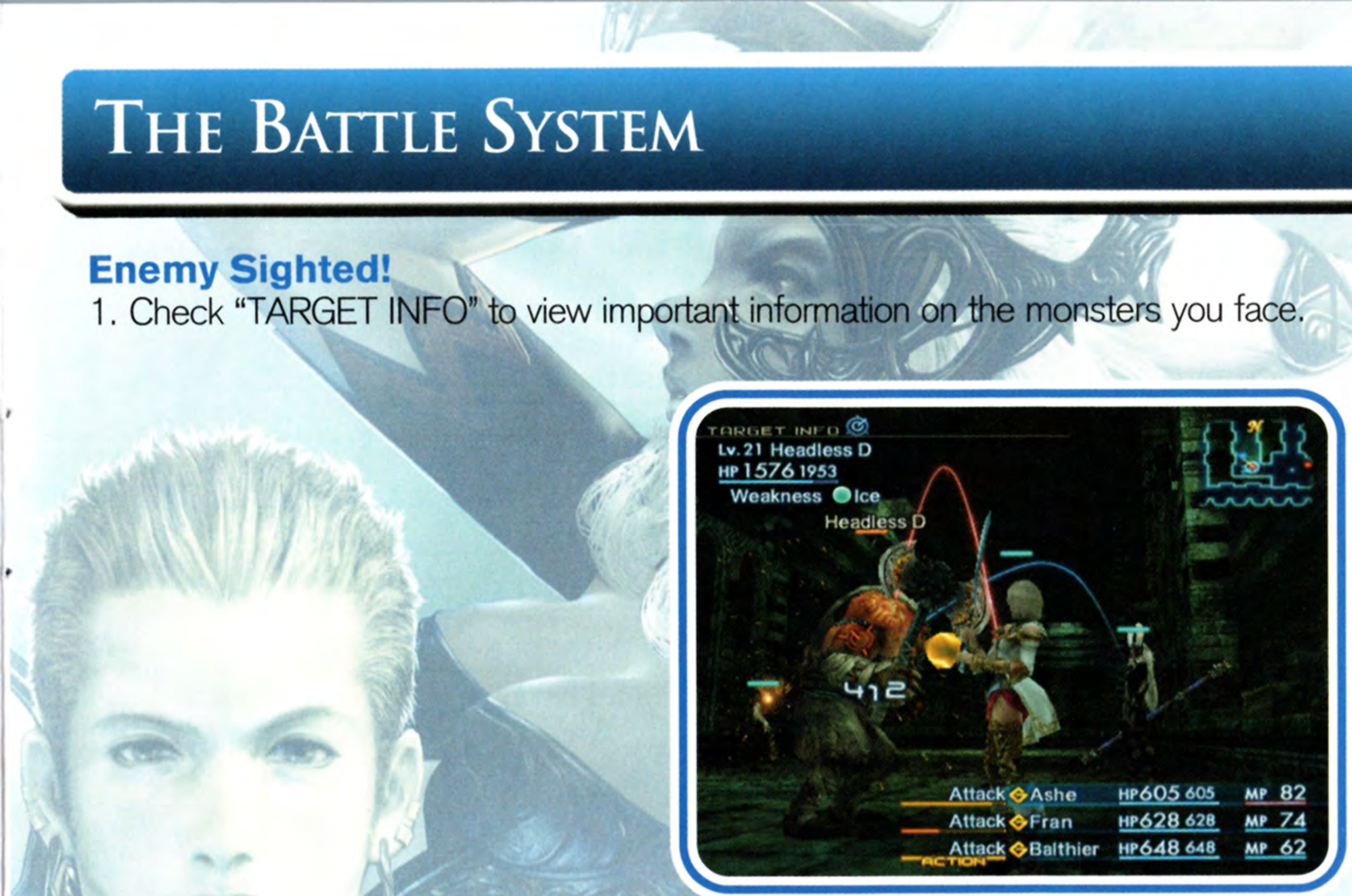
Summoning Espers

Only Vaan and Ashe can summon Espers in the demo version. A character must have full MP to summon an Esper. Espers fight alongside their summoner, attacking and acting on their own. After a certain amount of time has passed, Espers are automatically dismissed.

The Battle System

Enemy Sighted!

1. Check "TARGET INFO" to view important information on the monsters you face.



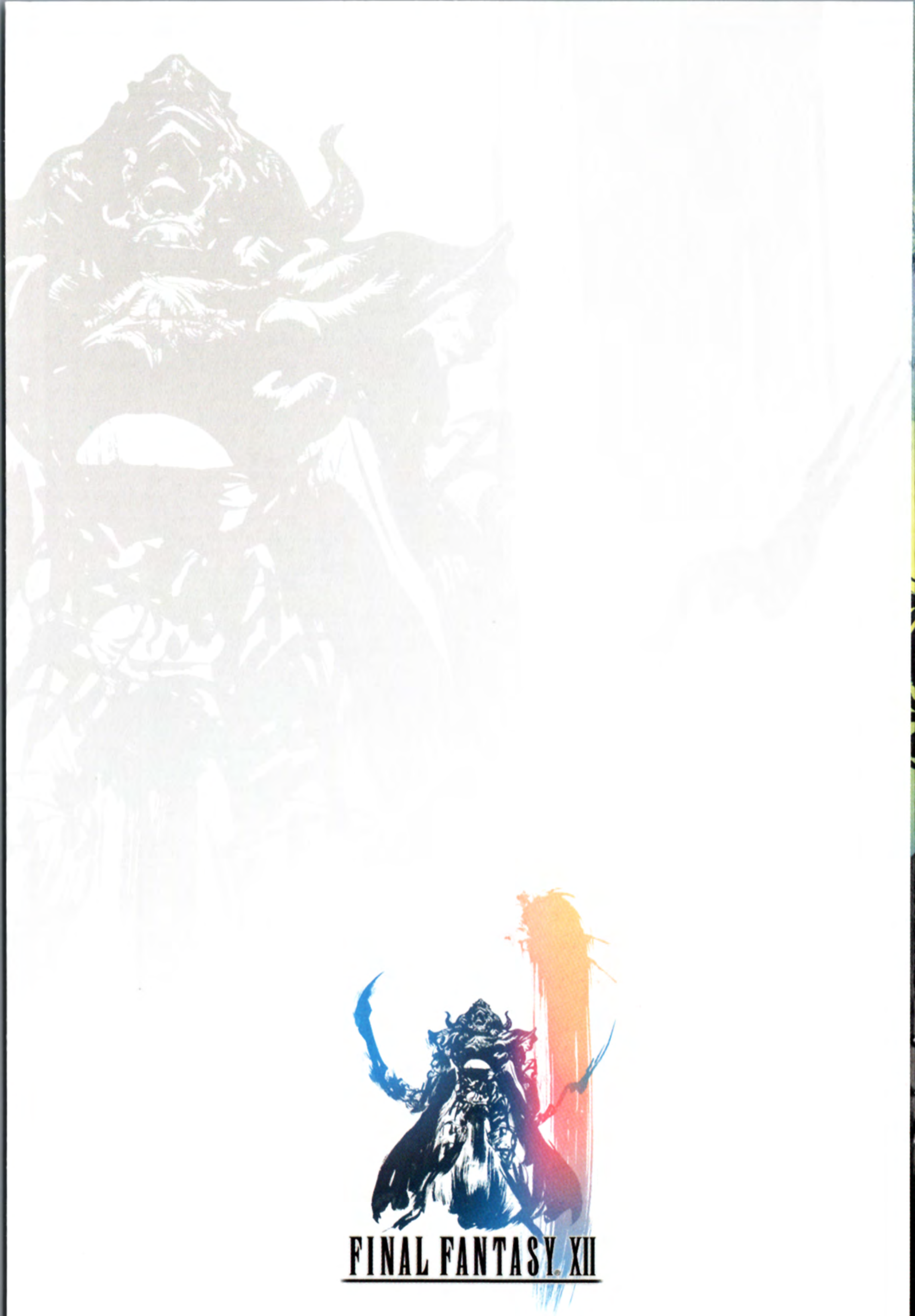
2. To begin battle, press the ⊗ button to call up the battle menu and select "Attack" or "Magic."

3. Choose a target from the list of enemies within range. A red targeting ring indicates the currently selected enemy. When selecting an ally, the targeting ring is blue.

4. When battle begins, each character takes action as soon as his Wait Time Gauge is full. Once a character has attacked, he will continue to attack every time his Wait Time Gauge fills. Characters with an active Gambit can automatically respond to changing battle conditions with attacks, magic, and items. You can also open the battle menu to give commands to characters at any time.

5. Holding down the R2 button causes the party to exit combat mode. You can then "flee" from battle by using the left analog stick to run away.

6. Defeated monsters sometimes drop items after battle.



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